

EXHIBIT B

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develop21 branches31 tagsGo to fileCode

TallgeeseHeaven [ADD] Server setting to make custom compressor information av... ✓ #92#583 25 days ago 897 commits

| | | |
|---------------------------|--|---------------|
| .github | [FIX] Workflow should always run for a tag | 5 months ago |
| .idea | CLion .idea folder and ignore rule. Fixed various warnings with GCC 7. (| 3 years ago |
| there | [FIX] Account dump of large accounts can cause disconnects and crashes (| 27 days ago |
| client | [FIX] Client version max was too low in comp_client UI (#1454) | 4 months ago |
| cmake | [FIX] Issues with spaces in the build path. (#1299) | 13 months ago |
| contrib | [ADD] Server setting to make custom compressor information available ... | 25 days ago |
| coveralls-cmake @ 0feb9aa | [FIX] Make coveralls (code coverage) work again. (#1313) | 13 months ago |
| datastore @ bb5f86e | v4.12.2 Wyrld Hotfix 2 (#1320) | 13 months ago |
| debian | v4.12.2 Wyrld Hotfix 2 (#1320) | 13 months ago |
| deps | [FIX] Warnings on Manjaro (new GCC). (#1251) | 16 months ago |
| docs | [ADD] Server setting to make custom compressor information available ... | 25 days ago |
| icons | [ADD] Debian Linux Package (#312) | 4 years ago |
| libclient | [FIX] Account dump of large accounts can cause disconnects and crashes (| 27 days ago |
| libcomp @ e1af239 | [MOD] Move COMP_hack specific code out of libcomp (#1332) | 12 months ago |
| libconfig | [MOD] Move COMP_hack specific code out of libcomp (#1332) | 12 months ago |
| libhack | [ADD] Server setting to make custom compressor information available ... | 25 days ago |
| libpackets | [FIX] Issues with spaces in the build path. (#1299) | 13 months ago |
| libtester | [MOD] Move COMP_hack specific code out of libcomp (#1332) | 12 months ago |
| migrations/world | [FIX] Issue where one stat point is lost every 5 levels. (#1236) | 2 years ago |
| server | [ADD] Server setting to make custom compressor information available ... | 25 days ago |
| tests | Correct mutex contention on DP bonus (#955) | 3 years ago |
| tools | [FIX] Crash in translator CheckWhitespace (#1470) | 2 months ago |
| .clang-format | [MOD] Format source code with clang-format. (#1249) | 16 months ago |
| .gitattributes | [FIX] GitHub linguist detection (#927) | 3 years ago |
| .gitignore | [ADD] Tool to allow writing squirrel scripts to automate bdpatch oper... | 13 months ago |
| .gitmodules | [MOD] Updates to the Windows installer and Linux package. (#1238) | 2 years ago |
| .readthedocs.yml | [ADD] New guide that uses reStructuredText. (#1225) | 2 years ago |
| AUTHORS | [ADD] Authors file. | 5 years ago |
| CMakeLists.txt | [FIX] Clang CI build configuration was using wrong libc++ version (#1415 | 6 months ago |
| CTestConfig.cmake | Copyright year update (#1136) | 2 years ago |
| LICENSE.AGPL | [ADD] Initial code. | 6 years ago |
| LICENSE.GPL | [ADD] Initial code. | 6 years ago |
| LICENSE.txt | Add disclaimer to the installer. | 3 years ago |
| README.md | [MOD] Update CI badge | 3 months ago |
| vsbuild_x64.bat | [ADD] Support to build both 32-bit and 64-bit on windows with pre-bui... | 15 months ago |
| vsbuild_x86.bat | [ADD] Support to build both 32-bit and 64-bit on windows with pre-bui... | 15 months ago |

About

Shin Megami Tensei IMAGINE (Shin Megami Tensei IMAGINE) Private Server

comphack.github.io

ReadmeView license76 stars35 watching67 forks

Releases31

TEST RELEASELateston Aug 14

+ 30 releases

Packages

No packages published

Contributors10

Languages

C++89.9%CMake6.1%JavaScript2.1%HTML0.9%Python0.4%Squirrel0.3%Other0.3%

README.md

COMP_hack

licenseAGPLdownloads@v4.12.2-wyrd-hotfix2880802 online

COMP_hack CIpassingcoverityfailedcoverageunknownsdocs passing

Shin Megami Tensei IMAGINE (Shin Megami Tensei IMAGINE) Private Server

The is server software to revive an MMO that has been shutdown (SMT; IMAGINE). It's a complete re-implementation of the server from scratch and fully open source. The best place for documentation is the [Definitive Guide](#) so be sure to check it out. If you need additional support or have a question, stop by the [Discord](#) server (be sure to read the rules channel to get to the community discussion) or start a [GitHub discussion](#).

Building on Linux

You only need to build the project if you are on a Linux system that doesn't have a package (there is a [PPA](#) for Ubuntu-based systems) or you want to contribute. That being said, if you wish to contribute, Linux is the preferred build and run environment for the server. Of course you can build and develop with Visual Studio 2015 on Windows if that's your thing.

Dependencies

First thing you want to do is download some dependencies. Make sure you have GCC 5+ or Clang with C++14 support. Here is a command for Debian/Ubuntu based distros to pull in packages you may need:

```
sudo apt-get install build-essential cmake docbook-xsl doxygen texlive-font-utils xmlto libqt5webk1t5-dev
```

Building

Make sure to initialize and update the submodules before trying to build!

That should be all you need. Just build the project now:

```
mkdir build
cd build
cmake -DNO_WARNINGS=ON ..
make
```

See the [Definitive Guide](#) for more information on the build system options and how to setup the server.

Building on Windows

If you do not wish to contribute to the project, download from the [Releases](#) section or download the nightly artifact off the [AppVeyor](#) page.

Required Dependencies

- [Visual Studio 2015](#)
- [CMake](#)
- [Qt 5.7+](#)

Optional Dependencies

- [Doxygen](#)
- [WiX Toolset](#)

Building

Make sure to initialize and update the submodules before trying to build!

Edit the *vsbuild_x86.bat* and *vsbuild_x64.bat* batch files to point to your install of Qt. Run the desired script and you should see a *build32* or *build64* folder. Inside the folder should be a *comp_hack.sln* solution file. Open the solution and build as normal.

See the [Definitive Guide](#) for more information on the build system options and how to setup the server.